5. The gaming machine of claim **1** wherein the video data adaptation includes perspective video data that bows both lateral sides of a video reel strip or a video reel.

6. The gaming machine of claim **5** wherein a lateral width for the video reel strip at a top portion of the video reel strip is no greater than 5 percent less than a lateral width of the video reel at a central portion of the video reel.

7. The gaming machine of claim **1** wherein the video data adaptation simulates back-lighting of a video reel.

8. The gaming machine of claim **7** wherein the back-lighting increases luminance for a central portion of the video reel.

9. The gaming machine of claim **1** wherein a visual image on the first video display device includes a set of non-transparent video bars that separate transparent video windows, where each transparent video window is configured on the each first video display device such that a line of sight passes through the video window and intersects at least one of the multiple video reels on the second video display device.

10. The gaming machine of claim **1** wherein the video data for the first display includes video data configured to mimic silkscreening on a glass layer.

11. A method of providing a game of chance on a gaming machine, the method comprising:

displaying the game of chance using a first video display device and/or a second video display device included in the gaming machine,

wherein the second video display device is arranged relative to the first video display device such that a common line of sight passes through a video window portion of the first video display device to a video reel portion of the second video display device,

and wherein the game of chance includes multiple video reels displayed on the second video display device and each video reel includes multiple video symbols on a video reel strip;

during the game, simulating the movement of symbols on each video reel in the multiple video reels on the second video display device; and

for one or more of the video reels in the set of video reels, displaying a video data adaptation to video data for one or more of the multiple video reels, wherein the video data adaptation simulates a realistic visual attribute of a real mechanical reel in a gaming machine.

12. The method of claim **11** wherein the video data adaptation includes video data that simulates one or more mechanical components found between two real mechanical reel strips in a gaming machine.

13. The method of claim **12** wherein the video data adaptation includes video data that simulates a portion of a real mechanical reel outside a reel strip.

14. The method of claim **11** wherein the video data adaptation includes perspective video data that bows both lateral sides of a video reel strip or a video reel.

15. The method of claim **14** wherein a lateral width for the video reel strip at a top portion of the video reel strip is no greater than 5 percent less than a lateral width of the video reel at a central portion of the video reel.

16. The method of claim **11** wherein the video data adaptation simulates back-lighting of a video reel.

17. The method of claim **16** wherein the back-lighting increases luminance for a central portion of the video reel.

18. The method of claim **11** wherein the video data adaptation simulates fore-lighting of a video reel.

19. The method of claim **16** wherein the back-lighting decreases luminance for a central portion of the video reel.

20. The method of claim **11** wherein a visual image on the first video display device includes a set of non-transparent video bars that separate transparent video windows, where each transparent video window is configured on the each first video display device such that a line of sight passes through the video window and intersects at least one of the multiple video reels on the second video display device.

21. The method of claim **11** wherein the visual image on the first display includes video data configured to mimic silk-screening on a glass layer.

22. Logic encoded in one or more tangible media for execution and, when executed, operable to provide a game of chance on a gaming machine, the logic including:

instructions for displaying the game of chance using a first video display device and/or a second video display device included in the gaming machine,

wherein the second video display device is arranged relative to the first video display device such that a common line of sight passes through a video window portion of the first video display device to a video reel portion of the second video display device,

and wherein the game of chance includes multiple video reels displayed on the second video display device and each video reel includes multiple video symbols on a video reel strip;

instructions for simulating the movement of symbols on each video reel in the multiple video reels on the second video display device; and

instructions for displaying a video data adaptation to video data for one or more of the multiple video reels, wherein the video data adaptation simulates a realistic visual attribute of a real mechanical reel in a gaming machine.

23. A gaming machine comprising:

means for displaying the game of chance using a first video display device and/or a second video display device included in the gaming machine,

wherein the second video display device is arranged relative to the first video display device such that a common line of sight passes through a video window portion of the first video display device to a video reel portion of the second video display device,

and wherein the game of chance includes multiple video reels displayed on the second video display device and each video reel includes multiple video symbols on a video reel strip;

means for simulating the movement of symbols on each video reel in the multiple video reels on the second video display device; and

means for displaying a video data adaptation to video data for one or more of the multiple video reels, wherein the video data adaptation simulates a realistic visual attribute of a real mechanical reel in a gaming machine.

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